GIANTS Editor | Shortcuts Overview

Editing Controls

Ctrl + S	Save
Ctrl + Z	Undo
Ctrl + W	Replace dialog
Ctrl + X	Cut
Ctrl + C	Copy
Ctrl + V	Paste
Ctrl + Shift + C	Copy X,Y,Z components at once
Ctrl + Shift + V	Paste X,Y,Z components at once (can also be copied from a text source in the format „x y z“)

Camera Controls

Alt +	Rotate camera
Alt +	Pan camera
Alt +	Zoom camera
Alt +	Move camera up or down and left or right
–	Decrease navigation speed
+	Increase navigation speed
Ctrl + F	Move to camera
W A S D	Navigation
F	Frame selected object

View Mode Controls

4	Wireframe mode
6	Shaded mode
F8	Toggle stats

Object Editing Controls

Delete	Delete object
Ctrl + D	Duplicate object
Ctrl + L	Create light

Object Editing Controls

B	Dynamic object placement (hold left mouse button to move around)
Ctrl + B	Align to face normal toggle (left click to place afterwards)
Shift	Interactive placement paint
Ctrl	Interactive placement paint with random rotation around y axis
Ctrl + H	Hide object
Shift + H	Show object
Ctrl + G	Group objects

Terrain Editing Controls

Ctrl + R	Pick replace value in viewport (terrain edit mode)
V	Decrease brush radius
B	Increase brush radius
N	Decrease brush opacity
M	Increase brush opacity
Shift + Enter	Execute script (script window)
X	Absolute grid snapping
J	Relative grid snapping

Spline Editing Controls

Delete	Delete spline control vertex
Insert	Insert new spline control vertex
Left	Previous spline control vertex
Right	Next spline control vertex
Up or Down	First spline control vertex
S	Stitch spline endpoints
O	Toggle spline open/close
R	Reverse spline